

Make Props And Costume Armor Create Realistic Science Fiction Fantasy Weapons Armor And Accessories

This follow-up to Shawn Thorsson's bestselling *Make: Props and Costume Armor* takes readers even farther into the world of making realistic science fiction- and fantasy-inspired prop replicas and wearable costume armor. It's designed to be useful for everyone from the beginner all the way up to the experienced craftsman looking to expand his or her repertoire. The author's clear, step-by-step approach to explanations and his entertaining, humorous style of writing make it easy for readers to follow along and reproduce amazing-looking creations. This standalone sequel to *Make: Props and Costume Armor* introduces a host of new tools and techniques, including: Reusing existing objects to make props Working with foam and thermoplastics Creating clear parts with resins and vacformed plastics Incorporate electronics (including programmables) into props and armor Designing costumes with non-human outlines, including "dog-leg" stilts Making storage and display bins, racks, and stands This book is for cosplayers, science fiction and fantasy fans, film fans, comic fans, anime fans, and anyone who gets carried away on Halloween. Written in a casual, humorous style that includes detailed descriptions of methods and materials, the easy-to-follow instructions are accompanied by lots of full-color photos to clearly illustrate processes. New costume and prop makers will benefit from shortcuts and lessons learned from years of experience of a seasoned professional.

Boldly enter the world of cosplay and gain the confidence to design the costume of your dreams! Award-winning cosplayer Amanda Haas helps you translate your ideas from fiction to reality as you research costumes, shop for fabrics, mash-up patterns, and present your cosplay at a competition. A gorgeous photo gallery will have you frantic to join the cosplay community, while the author's seasoned advice will give you the courage to take the first step. Bonus project: Sew a bum bag to carry your keys and other essentials to a con. Learn the art of making and wearing designer-quality costumes that will transform your persona. The hard-earned tips and tricks gained by experience are the hidden currency of makers -- passed along in workshops and makerspaces by example and by retelling -- shared wisdom that will help you work smarter, easier, and more efficiently. Who doesn't remember with gratitude the insider secrets they learned from from a parent, shop teacher, or artisan? The best ones are never forgotten! This benchtop reference collects hundreds of ingenious and indispensable shop tips and pearls of wisdom collected by the editors of *Make:* and some of the most talented and prolific makers who've contributed to the magazine and Maker Faire over the past decade. Inside you'll find tips for measuring and cutting, gluing and fastening, clamping and joining, drilling, shop organizing, maintenance and repair, and more. The topics covered run the gamut from traditional shopcraft to electronics and soldering. You'll also encounter fascinating tales from experienced makers whose personal stories illuminate their favorite tools and best discoveries. Illustrated in full color with photos, drawings, and comic strips, *Tips and Tales from the Workshop* will entertain and enlighten while inspiring you. Get ready to smack your head and ask yourself, "Why didn't I think of that?" Praise for *Tips and Tales from the Workshop*: "Gareth Branwyn is the Tip Master. He scours the workshops of the world for practical, time-saving, life-altering tips to help you make stuff better, faster, and cheaper. This book rounds up the best ones he knows." --KEVIN KELLY, creator of *Cool Tools* and *Wired Senior Maverick* "Gareth has essentially created a magic book for makers." --DONALD BELL, *Maker Project Labs* "Tips and Tales from the Workshop is sure to inspire anyone to get making with newfound ease and satisfaction. This book embodies the spirit of great mentors, across every medium, and imparts a wizard-like cleverness to its readers. I thought I was clever, and this book has already prevented at least a dozen new mistakes in my studio. It's "ah-ha" moment overload!" --BECKY STERN, *DIY guru* and *Instructables* content creator "It must be hard to write a book like this with such uncommon clarity and in so entertaining a fashion as Gareth Branwyn has done here. Gareth clearly has a deep understanding of making and those who make because he is a maker himself. *Tips and Tales from the Workshop* is jam packed with invaluable information; it is both a fun read and a reliable shop reference for any do-it-yourselfer." --ANDY BIRKEY, *YouTube maker*

Learn how to use Autodesk Fusion 360 to digitally model your own original projects for a 3D printer or a CNC device. Fusion 360 software lets you design, analyze, and print your ideas. Free to students and small businesses alike, it offers solid, surface, organic, direct, and parametric modeling capabilities. *Fusion 360 for Makers* is written for beginners to 3D modeling software by an experienced teacher. It will get you up and running quickly with the goal of creating models for 3D printing and CNC fabrication. Inside *Fusion 360 for Makers*, you'll find: Eight easy-to-understand tutorials that provide a solid foundation in Fusion 360 fundamentals DIY projects that are explained with step-by-step instructions and color photos Projects that have been real-world tested, covering the most common problems and solutions Stand-alone projects, allowing you to skip to ones of interest without having to work through all the preceding projects first Design from scratch or edit downloaded designs. Fusion 360 is an appropriate tool for beginners and experienced makers.

Experienced prop maker Eric Hart walks readers through techniques used in historical and contemporary prop making and demonstrates how to apply them to a variety of materials. Hundreds of full-color photographs illustrate the tools and techniques used by professional prop makers throughout the entertainment industry. New features to the second edition include: Updated information on the latest tools and materials used in prop making Both metric and standard measuring units Step-by-step photos on common techniques such as upholstery, mold making, and faux finishing Expanded coverage of thermoplastics, foam, and water-based coatings

Arduino in easy steps is for anyone wanting to get started with Arduino - the popular circuit board that allows users to build a variety of circuits. For artists, designers, hobbyists and anyone interested in creating interactive objects or environments. Arduino is the first widespread Open Source Hardware platform. It was launched in 2005 to simplify the process of electronic prototyping and it enables everyday people with little or no technical background to build interactive products. The Arduino ecosystem is a combination of three different elements: A small electronic board manufactured in Italy that makes it easy and affordable to learn to program a microcontroller, a type of tiny computer found inside millions of everyday objects. A free software application used to program the board. An online community, connecting thousands of people with others to contribute and ask for help with projects. *Arduino in easy steps* begins with an explanation of what Arduino is, why it came into being and what can be done with it. We see what is required both in terms of hardware and software, plus the writing of code that makes it actually work. The Arduino environment has to be installed and set up on the user's computer and *Arduino in easy steps* provides full instructions for doing this with all the operating systems - Windows, Mac OS X, and Linux. The book explains what tools are required to build Arduino

projects and also runs through certain techniques, such as soldering, that will be needed. *Arduino in easy steps* then provides a primer in basic electricity and electronics, which will help the reader to understand how electronic circuits work and how to build them. This is followed by another primer, this time on how to write the code that will enable users to program their projects, plus how to debug that code. To illustrate how to use Arduino, there is a chapter detailing a number of typical projects. For each of these projects, the required components, the schematic diagram, and the code are provided. The book also takes a look at how to extend the basic Arduino board with the use of shields. These enable the user to construct larger and more complex projects. Finally, *Arduino in easy steps* details where the reader can get further information and help on Arduino, advice on how and where to buy Arduino and other required electronic parts, and where to find ready-made code that can be freely downloaded.

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Cosplay, comics, anime, and geek culture have exploded into the mainstream over recent years and have resulted in a thriving community of costume enthusiasts and pop culture fans. Today's cosplayers find inspiration on the pages of comics, classic literature, and even history, as well as film, television, and video games to inform their creative and oftentimes elaborate ensembles. They utilize all manner of materials and techniques including 3D printers, thermoplastics, craft foam, fabric and more to design their costumes and props. Libraries on the leading edge are already embracing this new worldwide sensation by integrating cosplay into their programming and events. Learn all about the world of cosplay and how you can host cosplay events, workshops, makerspaces, clubs, and more in your library! This one-stop guide includes quotes and interviews with librarians who are incorporating cosplay into their programming as well as with cosplayers. You'll also find 32 full-color photographs of cosplay in action to give you both ideas and inspiration for getting started!

A spectacular visual guide to the epic 4,000-year history of weaponry, created in association with the Smithsonian Institution. *Weapon: A Visual History of Arms and Armor* tells this epic story of the entire spectrum of weaponry through stunning photography and authoritative coverage, from the stone axes of the earliest warfare to the heavy artillery of today's armies. Take a journey through the centuries, from the Viking sword to the Baker rifle to the AK-47, as you explore the forms and functions of the greatest arms of all time, the warrior types that changed history, and the weapons that changed the face of warfare. Richly detailed catalogs showcase many weapons at their actual size, outlining the timeframe, weight, size, and country of origin to create a comprehensive profile of each. Now revised and updated to include brand-new content and expanded sections on cannons and modern guns, *Weapon: A Visual History of Arms and Armor* provides a stunning overview of the tools that have been at the cutting edge of history, determining the rise of kingdoms and the fall of empires.

Concept art and creator commentary from Academy Award Winner Guillermo del Toro and the talented minds behind the Emmy® Award-winning animated series! Dark Horse Books and DreamWorks Animation have crossed Arcadia Oaks, the Troll Market, and the Darklands to bring you the definitive chronicle of the making of *Trollhunters*. Including hundreds of pieces of never-before-seen concept art and exclusive artists' commentary, this masterfully designed and gorgeously printed volume offers readers the chance to take in the magic of these fantastical worlds and unforgettable characters like never before!

Have you been trying to think of a way to conquer your local comic convention through cosplay? Do you gaze with envious eyes upon the fan-made suits of armored awesomeness strolling around every year on Halloween? Do you have a spot on your wall, bookshelf, or desk that desperately needs to be filled with a screen-accurate replica of your favorite science-fiction or fantasy weapon? If so, look no further. We've got just the book for you! In this book, master prop maker Shawn Thorsson uses his unique blend of humor and insight to turn years of painful experience into detailed explanations. He'll show you many of the tools, methods, and processes that you can use to create professional-looking science fiction and fantasy props and armor. The ultimate collision of creative imagination and practical maker skills, making props and costume armor involves sculpting, molding, casting, 3D printing, CNC fabrication, painting, and countless other techniques and technologies. In this book, you'll learn: Basic fabrication methods using inexpensive, commonly-available tools and materials Simple, low-cost methods to make foam armor out of easy-to-find foam mats How to use the popular Pepakura software to build 3D models with paper Multiple molding and casting techniques How to build a "vacuforming" machine to make armor from plastic sheet stock Painting and weathering techniques that will bring your props to life Just enough safety advice to keep you from losing body parts along the way Whether you're just a beginner or a seasoned builder with countless projects behind you, this book is sure to be an invaluable addition to your workshop library.

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Jimmy DiResta has made a name for himself with his inventiveness and workshop skills, creating dozens of projects for YouTube videos and television shows such as *Hammered* and *Against the Grain* on the DIY network. In *Make: Workshop Mastery With Jimmy DiResta*, Jimmy and co-author John Baichtal teach readers essential workshop skills with over a dozen projects that explore everything from mold-making to CNC routing on to metalsmithing. Projects in this book include: Tool-drawer cabinet A chess set One-sheet metal stool A machete Crowbar-hammer mashup An electric guitar with a carved body Your own sign A leather backpack

Foamsmith 2 empowers you to create impressive, light-weight, durable foam weapon props.--back cover.

The Ultimate Guide to Cosplay, Costumes and Conventions! Presented in a kitschy, comic-book style, *Epic Cosplay Costumes*

combines fantabulous illustrations with all the how-to information you need for creating your own cosplay designs. Award-winning artist Kristie Good (aka Karmada) shares techniques for making must-have pieces to mix and match into original costumes--from hand-sewn garments to armor made with Worbla and EVA foam. In addition to her step-by-step instructions for pulling together attention-grabbing designs, she shares expert advice for making the most of conventions, striking a pose, and strutting your stuff at costume competitions. Whether you're a hero, heroine, villain, or sidekick, Kristie gives you the power to create the most talked-about designs with Epic Cosplay Costumes! KAPOW!

Ideal choice for fans of the LEGO movie who want to try stop-motion animation in their own movies Provides practical tips on how to film using stop-motion animation Professional advice on art, lighting, effects, and more Did you love the LEGO movie? Are you inspired by Alfred Hitchcock and other professional filmmakers? Would you like to learn how to use the LEGO blocks in your house for more than building? If so, then this book is for you. From lighting to storytelling, this guide will lead you through making your own stop-motion animation films with LEGOs. You may have seen the LEGO movie. Now it's time for you to be the director and make your own. This guide will walk you through the steps of making a LEGO movie. It covers crafting a story, cinetech, animation, and the dynamics of making your vision come to life. Become a filmmaker and learn about directing with this clever and thorough guide.

A history of the James Bond wardrobe.

The Prop Builder's Molding & Casting Handbook & break;& break; This is the first book to contain, in one comprehensive volume, every molding and casting procedure of use to the theater props builder (no matter what his or her level or proficiency). The author demonstrates the techniques involved in using more than thirty different materials ranging from papier-mache to breakaway glass. & break;& break; While the use of some materials--plaster and polyester resins, for example--is covered to some extent in other publications, information on the selection and use of rubber materials (latex, neoprene, silicone, and the urethanes) and the procedure for making breakaway windows and bottles is available only in The Prop Builder's Molding & Casting Handbook. & break;& break; Written in an easy, conversational style, the book will be useful to anyone involved with theater properties, puppetry, and costuming (as professionals or amateurs). It will also serve admirably the needs of students taking classes in those subjects. & break;& break; Completing the book is a special section on designing and building a vacuum forming machine suitable for use in constructing theater props. More than 450 photographs illustrate the step-by-step procedures explained throughout the entire text.

Part of your job as the costume designer is to be creative and use what materials are available to you to execute the design elements in a production. This book will show you how to use inexpensive materials to create durable products in a short amount of time that are practical and technical. It is written in an easy-to-follow manner and each step is shown with a wide array of illustrations and photographs. From creating armour out of laundry baskets, to detailed tricks to create a prosthetic nose for a witch, this book will show the techniques needed for you to produce end results that are beautiful, economical, and fast to make.

Cosplay lets you step out of your own skin and into someone else's shoes (or boots, or paws...). This beginner's guide helps you walk that walk with confidence in an awesome costume of your own creation. True to the cosplay spirit of collaboration, Cosplay Crash Course shares favorite tricks and techniques from some of the community's most imaginative artists. Step by step, you'll learn how to turn ordinary fabrics, inexpensive toys, easy-to-manipulate thermoplastics, wigs and other humble materials into original costumes you'll wear with pride. Whether you're making fabulous feathers, metallic armor, wicked horns, lifelike claws or form-fitting boots, this book puts it all within your reach. You'll even learn awesome hair and makeup effects to complete the look. Use this inside advice to fast-forward through years of trial and error; learn to select the best fabrics and adhesives and to make practical choices for comfort and wearability. Armed with the know-how in these pages and a spirit of adventure, who will you become? Everything you need to dress your part! • 25+ step-by-step projects for creating authentic-looking props, costumes and accessories • Easy techniques and clever shortcuts from nine international cosplay artists • How to manipulate wigs, extensions and your own hair to create unique and expressive looks • Awesome makeup effects, from tattoos and zombie bites to tricks for making faces appear more feminine or masculine • Bonus tips for striking a pose and snapping dynamic, in-character photos

For amateurs, students, or professionals, master carpenter Andy Wilson offers an expert guide to making theatrical props, featuring 200 photographs and diagrams.

Bring your cosplay dreams to life with your own two hands! The Best Cosplay Tutorial Guide Ever! Get ready to impress ordinary mortals with your superhuman costume-making skills. You can do it no matter what your experience level with this, the first full step-by-step technique book on cosplay--with no sewing! Internationally known cosplayer Kamui Cosplay (a.k.a. Svetlana Quindt) shows you how to easily create elaborate costumes and successful props out of items available at your local arts and craft or hardware stores: turn foam into a realistic axe, create a breastplate from scratch and use a glue gun to modify just about anything. You will even learn the best and most accessible techniques for working with specialty cosplay materials such as Worbla! Packed with more than 30 step-by-step demonstrations that teach the skills you need to bring all your favorite characters to life no matter the genre, Kamui Cosplay deconstructs the work that goes into making a complete costume, from the first thought to the final photo. Tutorials cover design planning, fabricating body armor, 3D painting techniques and more. Best of all, you can adapt every lesson to use in all future fandom projects spanning video games, books, anime, movies and even your own original characters! Includes: • How to choose a costume and find good reference art • A short shopping list of necessary materials and tools for beginning cosplayers • Basic safety tips • A beautiful photo gallery featuring inspiring images from other cosplayers • Next steps--how to grow your workshop, take professional photos, participate in contests and join the cosplay community

"Designers, we're going to Mood!" More than 10 years ago, Tim Gunn and Project Runway introduced millions of viewers to New York's ultimate fabric mecca, Mood Fabrics. Now, the experts behind this fabric power-house bring their fabric and fashion know-how--plus their behind-the-scenes stories--to the sewing public. The Mood Guide to Fabric and Fashion is the ultimate guide for home-sewers, fashion students, aspiring designers, and Project Runway fans who want to learn everything they need to know to choose and use quality fabric. Drawing upon the expertise of the Mood staff, the book teaches readers the fundamentals--from where fabric is produced to the ins and outs of its construction--and features a fabric-by-fabric guide to cottons and other plant fibers, wools, silks, knits, and other specialty fabrics.

This ultimate guide for tech makers covers everything from hand tools to robots plus essential techniques for completing almost any DIY project. Makers, get ready: This is your must-have guide to taking your DIY projects to the next level. Legendary fabricator and alternative engineer Chris Hackett teams up with the editors of Popular Science to offer detailed instruction on everything from basic wood- and metalworking skills to 3D printing and laser-cutting wizardry. Hackett also explains the entrepreneurial and crowd-sourcing tactics needed to transform your back-of-the-envelope idea into a gleaming finished product. In The Big Book of Maker Skills, readers learn tried-and-true techniques from the shop classes of yore--how to use a metal lathe, or pick the perfect drill bit or saw--and get introduced to a whole new world of modern manufacturing technologies, like using CAD software, printing circuits, and more. Step-by-step illustrations, helpful diagrams, and exceptional photography make this book an easy-to-follow guide to getting your project done.

A how-to book of techniques for making costumes, accessories, props, and stage illusions from cast-off clothing and second-hand items. Includes detailed instructions, illustrations, and patterns.

Features one thousand costumes from anime, manga, television, comic books, and films from amateur costume designers and cosplayers from around the world.

Learning to be a maker has never been more fun. Full-color cartoons and drawings lead you through the steps needed for making a wizard wand, a sanding block, a charging station for your phone or tablet, and a sturdy box with a hidden compartment. You'll learn how to choose and use the right tools, measure and cut properly, sand, glue, and finish your woodworking projects to make them look great. This is the perfect guide for young people who want to do woodworking at home, at school, or at a local makerspace. It teaches fundamental skills and unlocks creativity. No prior experience or knowledge of tools is required. Everything you need to know is explained in the text and cartoons. This easy-to-follow guide is suitable for all ages. It features: Lavish cartoons and line art Step-by-step instructions with full-color art Projects that are fun and useful Basic skills, handy tips, and safety precautions Woodworking is the most universally useful of crafts. In this book, young adults will learn to work successfully with standard hand tools found in any garage or basement workshop and in any school shop class. The skills learned here will unlock a lifetime of useful skills and satisfying accomplishments.

3D printing is a nothing short of revolutionary. There may be no other technology that enables the at-home inventor or artist to design, create, and "print" their own parts, artwork, or whatever else can be imagined. *Idiot's Guides: 3D Printing* takes the true beginner through all of the steps necessary to design and build their own 3D printer and design and print whatever their imagination can conjure up (even another 3D printer). Readers will learn all of the essential basics of 3D printing including materials, parts, software, modeling, basic design, and finishing, and then teach them to take their new skills to the next level to print some simple, fun projects. For readers not interested in building their own 3D printer, there are tips and advice for buying a manufactured printer, buying materials, finding plans and projects online, and much, much more.

Have you ever wanted to escape into a comic book and become your favourite superhero? Or run away into the world of Disney princesses? Well, who says you can't? Maybe it's time you get your cosplay on! Cosplay is a hobby that is sweeping the globe, you can see it at comic cons, book launches, movie screenings and even on popular TV shows such as *The Big Bang Theory* and *Community*. A mix of exciting craft skills, heady escapism and passion for pop culture, it's easy to see why cosplay has become so popular with people no matter who they are, because now they can be anyone they want, and so can you. But how, why and where could you have a go at starting out in the wonderful world of cosplay? With a little bit of help from this handy, dandy guide to cosplay, you can get stuck in. Learn about the history of the hobby (it's been around longer than you'd think!), get your head around picking your first costume, find out how about all the amazing skills people are using to make these costumes, and perhaps even try a few yourself. Who knows, you might be rocking out as Captain Marvel or Flynn Rider at the next big comic con! (And don't worry, there's a guide to comic con in here too.)

The *Cosplay Handbook* is full of techniques, and tips for everyone interested in cosplay! Learn how to create your own patterns, costumes, props, photoshoots, and more.

"Foamsmith" helps you create stunning, comfortable pieces of costume armor as painlessly and cheaply as possible.

Filled with striking images of costume play from around the world, this definitive look at the global phenomenon known as "cosplay" examines its evolution from the fringes of society to the spotlight of modern culture. *Cosplay World* features over 200 compelling photographs, showcasing everything from campy 1970s costumes to cutting-edge suits engineered in workshops and built using space-age materials. The result is both a celebration of and an informed look at a popular means of self-expression that continues to fascinate.

Props and Costume Armor Create Realistic Science Fiction and Fantasy Weapons, Armor, and Accessories Maker Media Instant Period Costumes is a Meriwether Publishing publication.

Prop Building for Beginners outlines the basic concepts of prop building by featuring step-by-step instructions to create twenty of the most commonly featured items in theatrical and filmed productions. This book uses a combination of projects to expose readers to a wide range of materials and tools that they might find in a basic scenery or costume shop, serving both as a guide to building simple props and as a crash course in the variety of items a props person may have to build. The projects require a variety of tools, techniques, and materials so that a practitioner who completes all of them will have received a complete introduction to the basics of prop building. Assuming no previous knowledge of prop building, this is the perfect primer for students, hobbyists, or community theater enthusiasts looking to enter the prop shop. *Prop Building for Beginners* includes access to full-scale printable versions of the patterns featured in the book.

Have you ever created art based on a TV show or game? Dressed up as your favorite character? If so, you've entered fandom. Tour fandom's history and meet creators who shape fan communities online and in real life.

Cosplayers rejoice! *The Hero's Closet* is the ultimate DIY guide to creating unique and fantastical homemade costumes This essential handbook offers detailed, step-by-step instructions that cover the basics of sewing costumes (which often require skills not found in standard sewing guides) to help even the most novice sewists create the costumes of their dreams. A skilled crafter and avid cosplayer, Gillian Conahan walks readers through finding inspiration online and through their fandom; shares insight into translating character art into real-world garments; and offers advice on pattern selection, alterations, fabrics, and embellishment techniques. *The Hero's Closet* is the first how-to handbook on the art of sewing for cosplay. A must-have guide for Comic Con and Halloween, it's essential for all ambitious fans with a DIY spirit who love the idea of cosplay, but need the inspiration and technical tips to make an awesome costume.

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